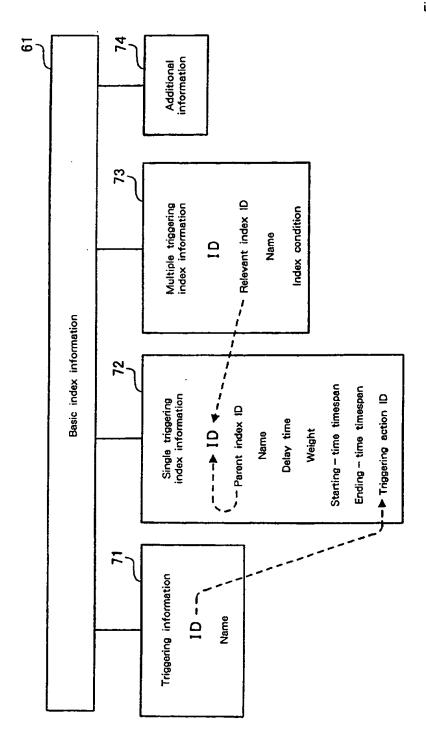
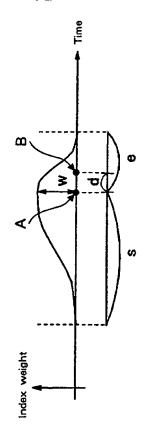


In the sum was the first to the first the first term of the sum o

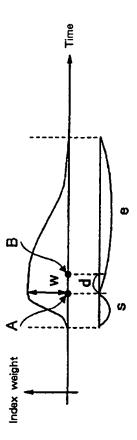


(a) Case wherein video preceding a triggering action is regarded as important



- A: Occurrence of a triggering action B: Input by an index adding person
- d: delay time s: starting time timespan
  - e: ending time timespan w: weight

(b) Case wherein video following a triggering action is regarded as important



Additional information	74-1	TeamA	TeamB			
Additional			2 Te			
	137					
	Condition	6 (<10s) 5	2 (<3s) 4			
Multiple triggering index information	Name	CornerGoal	ThroughShoot 2 (<3s) 4			
triggering ir	ID ReferID Name	2	4			
Multiple	Q1	<del>-</del>	7			
1	= ]					
Triggering information	ID Name	Pass	ThroughPass	3 Centering	Shoot	CornerKick
riggerir	10	-	7	က	4	വ

Single triggering index information.

0	D ParentID Name	Name	Weight	Delay	Start	End	Weight Delay Start End Trigger
-	ı	Pass	_	0	<b>2</b> s	0.5s	_
7	-	ThroughPass	7	0	<b>2s</b>	0.5s	7
က	-	Centering	7	0	<b>2</b> s	0.5s	ဗ
4	1	Shoot	ო	0	<del>2</del>	0.58	4
ß	4	Goal	4	0	<del>د</del>	0.58	വ
9		ComerKick	7	0	0.58	48	9

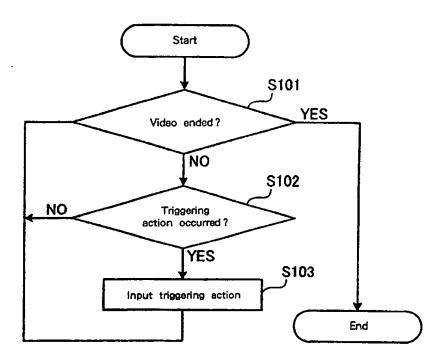


Fig. 6

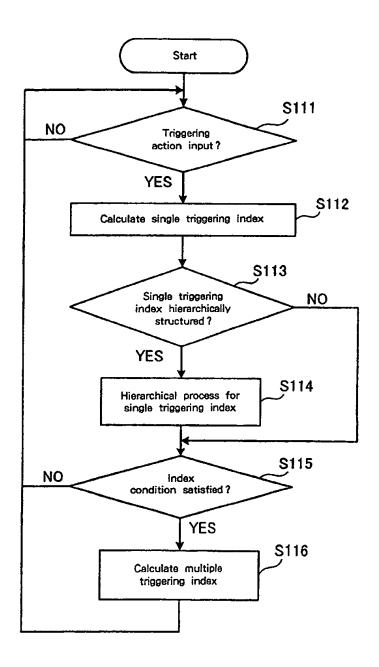
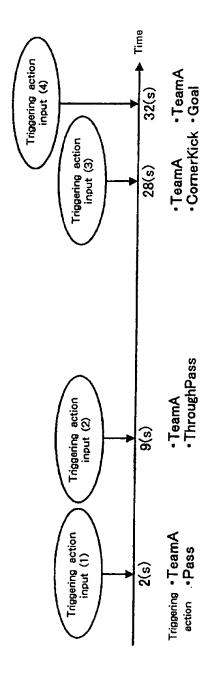
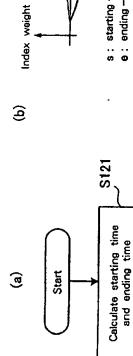


Fig. 7





s : starting – time timespan e : ending – time timespan

w : weight tı : time whereat a triggering action was input

## (c) Index weight calculation expressions

**S122** 

Calculate index weight as time elapses

End

$$f(t) = w * exp\left\{\frac{-(t-t_1)^2}{2\sigma_s^2}\right\}$$

( $\sigma_s$  is a solution of  $t = t_1 - s$ ,  $f(t) = \varepsilon$ )

when  $\mathsf{t} > \mathsf{t}_1$ 

$$f(t) = w * exp\left\{\frac{-(t-t_1)^2}{2\sigma_e^2}\right\}$$

(  $G_e$  is a solution of  $t = t_1 + e$ ,  $f(t) = \varepsilon$ )

Fig. 9

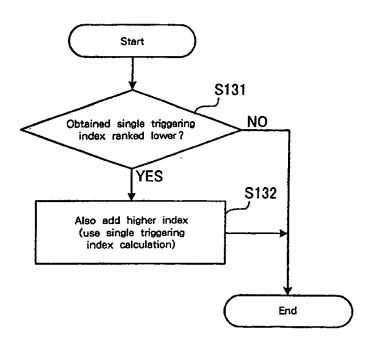
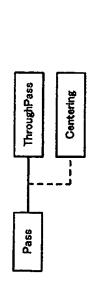


Fig. 11

(a) Index hierarchical structure



(b) Index weight

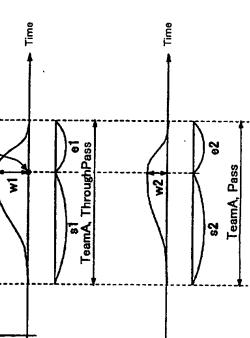
Time A

s1: starting - time timespan

w1: weight

s2: starting - time timespan

e2; ending - time timespan



TeamA,

ThroughPass action

e1; ending - time timespan

Pass action

w2: weight

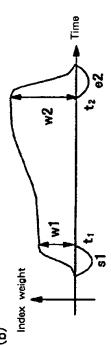
(c) Index weight calculation expressions

<u>a</u>

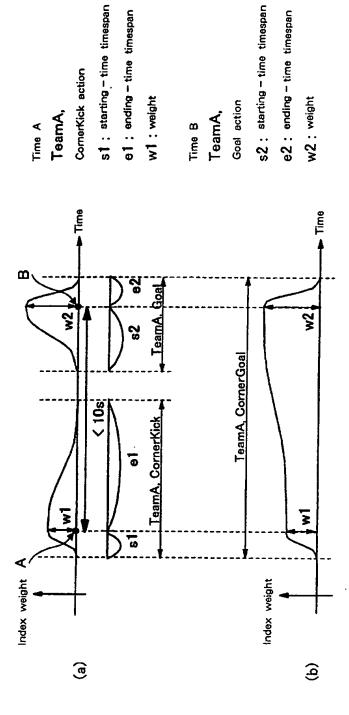


 $f(t) = w1 + (w2-w1) * exp \left\{ \frac{-(t-t)^2}{2\sigma_n^2} \right\}$ ( $\sigma_m$  is a solution of  $t = t_1$ ,  $f(t) = w_1 + \varepsilon$ ) when  $t_1 < t < = t_2$ 

 $a_1 > t_2$ f(t) = w2 \* exp $\left\{\frac{-(t-t_2)^2}{2\sigma_o^2}\right\}$ when t > tz

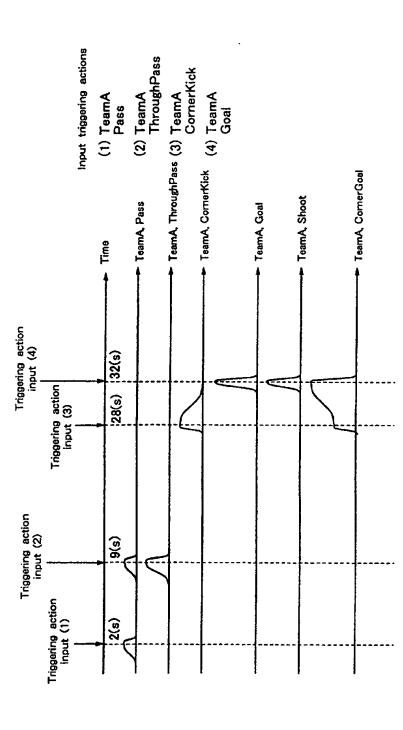


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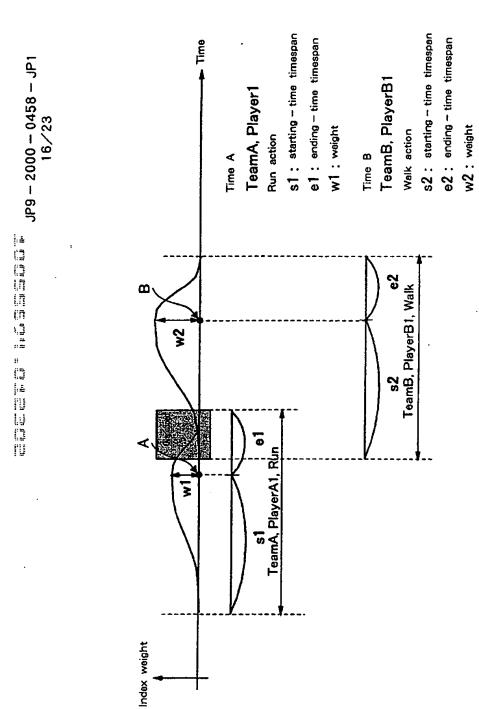


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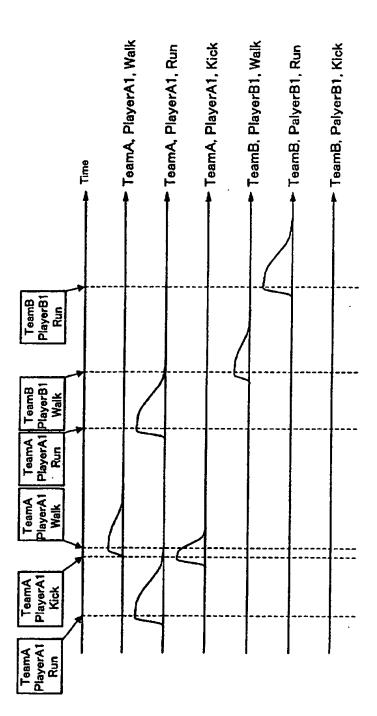


Additional information  ID Name  1 TeamA  2 TeamB	ID Name 1 PlayerA1 2 PlayerA2	3 PlayerB1	4 PlayerB2				
· -	74-2		72-2				
lition 73-2			Trigger	-	2	က	4
Cond			End	5s	58	2s	2s
Name			Start	0.5s	0.5s	0.5s	0.5s
fer I D			Delay	0	0	0	0
Multiple triggering index information  ID Refer ID Name Condition		ç	Name Weight Delay Start	<del></del>	2	2	က
≥		informatic		Walk	Run	<b>Kick</b>	Head
Triggering information  I D Name  1 Walk 2 Run 3 Kick	Head	Single triggering index information	ID ParentID	ı	1	i	•
Triggerir 1D 1 2 2 3	4	Single t	I.D	-	7	ဗ	4

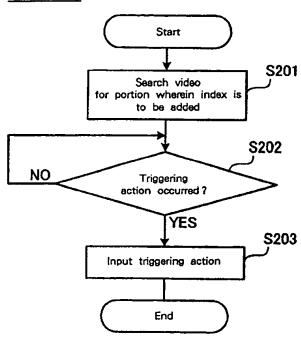
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## (a) Index addition



### (b) Index deletion

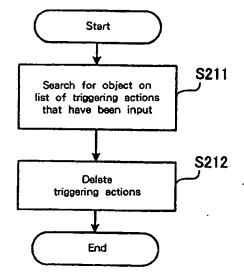
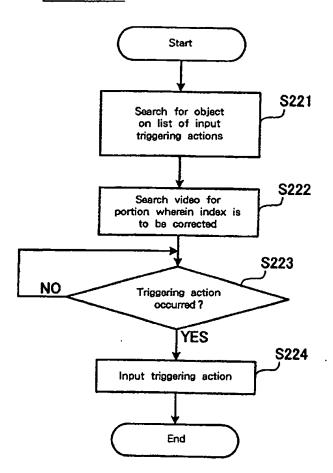


Fig. 18

### Index correction



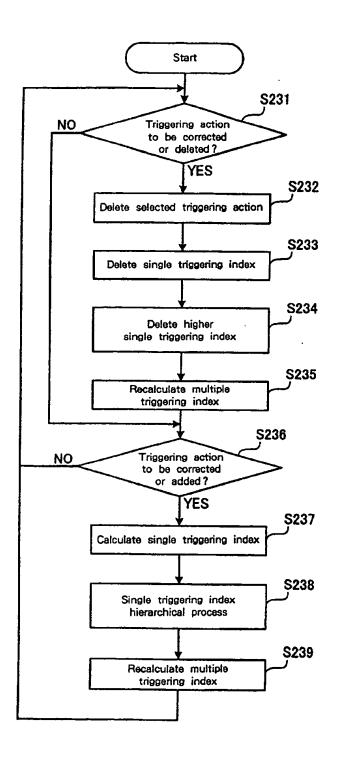
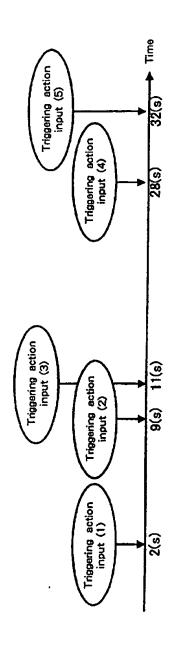


Fig. 20

ID Name	? 	01	ID ReferID Name	Name	Condition	73-3	10	I D Name
Strike	<u>.</u>	-	4	MFoul	34	)	-	TeamA
Ball		7	9	MHomerun 3 6	36		~~	TeamB
3 Swing								
Foul .						<b>₹</b> ,	2	D Name
岩						74-3	<del>-</del>	PlayerM
6 Homerun	<u> </u>						8	PlayerT
	]						ო	PlaverH

72-3						
Weight Delay Start End Trigger	_	2	ဗ	4	2	9
End	0.5s	0.5s	0.5s	1s	<b>2s</b>	2s
Start	<b>2</b> s	2s	2s	38	48	48
Delay	0	0	0	0	0	0
Weight	<del>-</del>	-	-	7	က	4
Name	Strike	Ball	Swing	Foul	兰	Homerun
Parent I D	1	ı	ı	_	1	വ
0	<b></b>	7	က	4	ς.	ဖ



Input triggering actions

- (1) TeamA,PlayerM Ball
- (2) TeamA,PlayerM Swing
  - (3) TeamA,PlayerM Foul
- (4) TeamA,PlayerM Swing (5) TeamA,PlayerM Homerun

